# Key Harvest

## Background

Keywood, ruler of Keydom, has set up a land registry. Part of the land of Keydom has been divided into plots. A record of the ownership of these plots will be kept at the registry, which will also specify the type of crops that can be produced in each of the designated plots.

Each plot of land has been allocated a unique reference for identification and a title deed for each plot is to be issued by the registry. The title deed shows the plot reference and a symbol identifying the type of crop that can be produced in that plot. In the game the title deeds are represented by the 'field tiles' (so called because the plots of land are field sized and the fields are depicted on the tiles). Usually six field tiles will be available from the registry at any one time. The crops produced in the fields are represented in the game by the wooden crop counters.

Each player is one of the citizens of Keydom. On their turn, players are offered the opportunity to bid for the field tiles as they become available from the registry. Bids are made with the crop counters that have been generated from the player's existing fields. When a player bids for a field tile they place both the field tile and their bid (in crop counters) into their store. Whilst the field tile remains in a store, the other players may buy the field tiles from the store's owner. They do this by matching the number and type of crop counters bid by the store's owner, which they must then pay to the store's owner. If the other players choose not to buy the field tile then the store's owner pays the crop counters from their store into the general stock and places the field tile onto their country board. In this way players can assemble large land holdings, which are then more efficient to harvest.

Keywood is keen to facilitate the rationalisation of the land holdings in this way and therefore allows the players to retain the crop counters that they have received in payment from the other players, even though the field tiles were not yet their's to sell. Keywood allows this as he knows that in due course he will receive most of those crops in payment from the players when they acquire further field tiles (later in the game). Keywood is however keen to maintain a competitive economy within Keydom and to ensure that no single land holding that is created is too large. He has therefore devised a (scoring) system to reward the player achieving the two largest and most balanced (in size) land holdings.

Each player has a team of six farmhands to assist them in their efforts. When a player becomes more established they may also be able to enlist the assistance of some of the townsfolk such as the lawyer or the bailiff. A number of events will also affect all of the players, helping or hindering their attempts to enlarge and consolidate their land holdings.

## Game summary

The object of the game is to score the most points. Players score points by placing tiles on their own country board. One point is scored for each field tile in the player's largest group of connected field tiles and two points for each tile in their second largest connected group.

Points are also scored for the worker tiles a player places on their country board. The number of points scored for each worker is equal to the number on the worker tile. Worker tiles do not count as connecting tiles when calculating the largest group of tiles. When played, a worker enables a player to take a special action. Each player has their own team of six workers, known as farmhands. There are also six townsfolk who can be acquired by any of the players.

There are usually six field tiles available at any time from the registry. On their turn a player may bid for up to two of those tiles using crop counters. The field tile being bid for and the bid in crop counters are placed in the player's store. On their turn the other players may match the store owner's bid in both the number and type of crop counters. If they choose to do so, then they place the field tile on their country board and pay the crop counters to the store's owner. If no other player has matched the store owner's bid, then on their next turn the store's owner may place the field tile(s) from their store onto their country board and pay their bid in crop counters to the general stock.

When deciding how much to bid for a field tile, players will need to consider how important the field tile is to them and whether other players are likely to bid for the tile. It is usually beneficial for a player to place field tiles into their store as that player will either obtain the field tile or receive additional crop counters.

When played, a worker tile must be adjacent to at least the number of field tiles as the number on the worker tile. A worker tile cannot be adjacent to another worker tile. If a player obtains a field tile for a space where they have already placed a worker tile, they must remove the worker tile. However, if the worker tile can be replaced immediately (next to the required number of field tiles), then the player can benefit from the worker's ability again. Getting these extra benefits is one of the keys to doing well in the game.

Players have two actions per turn. There are four possible actions. Each action can only be performed once per turn. As described above, the actions include placing field tiles from the stores onto their country board - action (c), placing field tiles from the registry into their store - action (d) and placing a worker tile onto their country board - action (b). Action (c) cannot be performed after action (d). A player may also harvest crops by turning over some unharvested field tiles on their country board - action (a).

Field tiles taken from the registry are replaced immediately with field tiles from the bag. The bag also contains a number of event tiles. The event tiles when drawn affect all of the players, not just the player who drew the event tile. When the tenth event tile is drawn the game ends after two further rounds have been played.

One point is also awarded to the players who have the most of each of the types of crop counters at the end of the game. No points are awarded for ties. Points are tallied using the scoring track on the town board. The player with the most points is the winner.

## Contents

4 **country boards**, each containing 56 uniquely referenced hex shaped field spaces.

The **general store** contains the remaining crop counters. There are 60 wooden crop counters in total, 12 each in brown (hops), green (vegetables), orange (cider apples), red (barrels of wine) and yellow (wheat).

6 **townsfolk (worker) tiles** numbered 4 or 5 with English text on one side and German text on the reverse.

24 **farmhand (worker) tiles**, 6 in each of the four player colours, numbered 1, 2 or 3. These tiles also have English text on one side and German text on the other side.

Each player receives 3 **crop counters** at the beginning of the game.

14 **event tiles** (in the bag) also have English text on one side and German text on the reverse.

The **cloth bag** is used in the set up stage and then to hold the field tiles and the event tiles during the game. It is also used to identify whose turn it is and is passed to the next player at the end of each player's turn.

## Set up

Place the **town board** in the middle of the playing area.

Each player receives a **screen**, **store card**, **turn option card** and a set of 6 **farmhand tiles** in their chosen colour, plus one of the four **country boards**. Each player places their store card in front of their country board, their country board as close to the town board as possible (see illustration above) and their 6 farmhand tiles next to their country board mat, so that they can be seen by all the players. Only the resources (see below) are placed behind a player's screen).

Each player takes a crop counter which is the same colour as their player colour and places this in the cloth bag. The player to the left of the player who is reading these rules draws one crop counter from the bag. The player whose player colour is drawn chooses the **start player**.

Place the 6 **townsfolk tiles** on appropriate spaces on the town board.

There are four pairs of **field tiles** that have coloured alpha numeric location references. Place one tile of each colour in the cloth bag. Each player then draws one tile from the bag. They then take the second tile of the same colour. These two tiles are that player's starting tiles. Each player places both of these tiles onto their country board in the spaces with the corresponding references.

## Quick rules

Place the **town board** in the middle of the playing area.

Each player receives a **screen**, **store card**, **turn option card**, 6 **farmhand tiles** and a **country board**.

Draw a crop counter from the bag to determine who chooses the **start player**.

Place the 6 **townsfolk tiles** on the town board.

Each player places two **field tiles** with the same coloured alpha numeric references onto their country board.

1 **town board** that contains:

6 spaces on which to place the townsfolk tiles.

10 spaces on which to place the event tiles when these are drawn from the bag.

6 spaces in the land registry on which to place the field tiles that are currently available. It is recommended that these are maintained in alpha numeric order throughout the game for ease of reference.

Scoring track, used at the end of the game only.

4 **screens**

4 **turn option** and scoring cards in English on one side and German on the reverse side. The cards list the turn options and the different ways of scoring points at the end of the game.

4 **store cards**

Field tiles that are removed from the game are placed in the **fallow fields area**.

The **rules** include 'quick rules' (see the shaded panels) which cover the main points of the game so that players may easily start to play without having to read the full rules. The detailed rules repeat themselves on occasions so that each section includes all matters relating to that subject.

56 double sided hex shaped **field tiles** each representing a different plot of land.

In the two player game take six **crop counters**, 4 different colours and 2 of the fifth colour. Each player takes three crop counters, including one each of the fifth colour. In the three player game place nine crop counters in the bag (two each of four of the colours and one of the fifth colour). Each player secretly draws three crop counters. In the four player game place twelve crop counters in the bag (three each of two of the colours and two each of the remaining three colours). Again each player secretly draws three crop counters from the bag.

The remaining crop counters are placed together by the side of the player board. These resources form the general stock.

Next, place all of the remaining **field tiles** in the bag. Draw 6 field tiles from the bag and place these with the large crop symbol side face up onto the six land registry spaces on the town board.

In the two player game place all 14 **event tiles** into the bag. In the three or four player game remove two of the event tiles (without revealing which ones) from the game and put these to one side and place the remaining 12 event tiles into the bag.

Allow room for a **fallow field area** by the side of the playing area. Fallow fields are fields represented by field tiles which have been removed from the game. These are placed in an area at the edge of the playing surface so that players can identify which field tiles are no longer in the game.

You are now ready to start the game.

Each player receives three **crop counters**.

Place the **field tiles** in the bag. Draw 6 field tiles and place these on the town board.

Place 12 (3 or 4 players) or 14 (2 players) **event tiles** in the bag.

You are now ready to start.

## Turn actions

Play starts with the start player and then continues in clockwise order.

On their turn a player may perform up to two of the following four actions:

a) Harvest crops.

b) Play or remove a worker tile.

c) Transfer field tiles from the stores onto their player mat.

d) Place field tiles from the registry into their store.

Each of the four actions may only be performed once. They may be performed in any order except that if action (c) is chosen it cannot be performed after action (d).

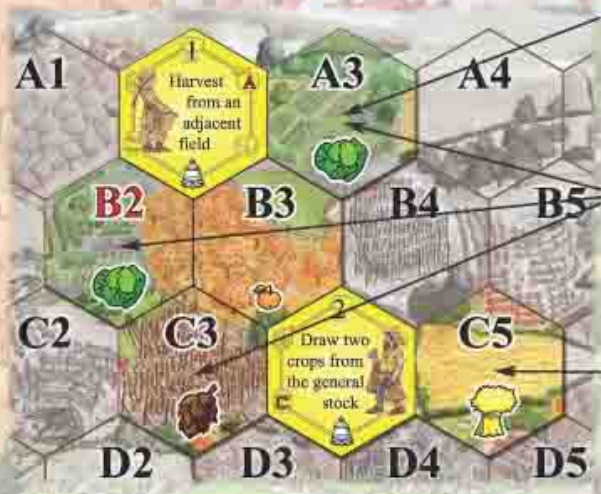
After completing their actions, a player should pass the cloth bag (and contents) to the player on their left to show that they have finished their turn.

The turn actions are explained in more detail below:

**Action (a) - Harvest crops.**

When a field tile is placed on a player's country board in action (d), the tile is placed with the large crop symbol face up in order to indicate that the field may be harvested. On the reverse side of the field tile there is a smaller symbol which identifies the type of crop which has already been harvested from that field. When a field tile is harvested it is turned over from its original 'unharvested' side (showing the large crop symbol) to the harvested side (with the small crop symbol).

A player may harvest any number of unharvested fields from one connected group of field tiles on their own country board. It does not matter if the connected group of field tiles also includes harvested field tiles, although the player cannot get another crop counter from the tiles that have the harvested side face up. The unharvested tiles in the connected group do not need to be adjacent to each other. Worker tiles do not connect field tiles for harvesting (or any other) purposes.




This field tile is connected to the other field tiles even though the adjacent field tile has been harvested.

These unharvested field tiles can be harvested together as they are part of the same connected group of field tiles.

This field tile is not connected to the other field tiles by the worker tile.

A player takes the crop counters of the types indicated by the field tiles that have been harvested from the general stock. If there are no crop counters of the correct type remaining in the general stock, then a player may chose a different type of crop counter instead (if available). In these circumstances the field tile is still turned over to its unharvested side. The player should place the crop counters behind their screen.

**Action (b) - play or remove a worker tile**

A player may play a worker tile onto their country board or remove a worker tile from their country board. The worker tile can be either one of a player's own six farmhand tiles or one of the six unique townsfolk tiles from the town board.

When a player plays a worker tile onto their country board, the worker tile must be adjacent to at least the number of (harvested or unharvested) field tiles as the number on the worker tile and the worker tile must not be adjacent to another worker tile.

When a player removes a worker tile from their country board, the tile is placed back by the side of their country board if it is a farmhand tile or back on the town board if it is a townsfolk tile.

**Turn actions**

Players take turns in clockwise order.

Each turn a player can choose up to two of the four different actions.

Action (c) cannot be chosen after action (d).

A player passes the cloth bag when their turn is finished.

**Action (a) - harvest crops.**

When harvested the field tile is turned over to indicate it has been harvested.

Harvest any number of unharvested field tiles in a connected group.

When harvesting take crop counters from the general stock.

**Action (b) - play or remove a worker tile.**

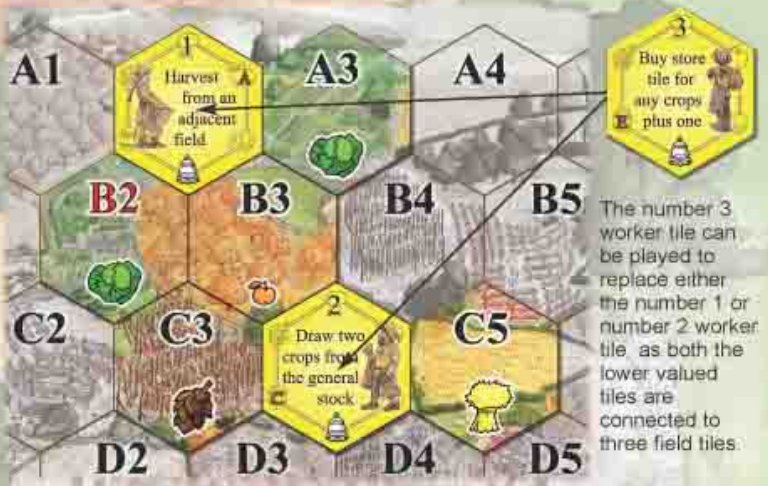
Play either a farm worker tile or a townsfolk tile.

When played, a worker tile must be adjacent to at least the number of field tiles as the number on the tile. A worker tile must not be adjacent to another worker tile.

A player cannot remove and play a worker tile in one turn. This is because playing and removing a worker tile are alternatives under action (b) and action (b) can only be chosen once in each player's turn.

A worker tile can either be played into an empty space or onto a space occupied by another worker tile with a lower value. If a player is replacing a farmhand tile, then the replaced tile is placed back with the player's other unplayed farmhand tiles (if any) or, if it is a townsfolk tile, back on the town board. In both cases the replaced tile can then be played again in the normal way later in the game. E.g. the supervisor tile can be played over the apprentice tile, the casual worker tile, the unskilled worker tile or the labourer tile.

Worker tiles can be played into an empty space or to replace a worker tile of a lower value.




The number 3 worker tile can be played to replace either the number 1 or number 2 worker tile, as both the lower valued tiles are connected to three field tiles.

**Action (c) - Transfer field tiles from the stores onto their country board.**

A player may place one or two field tiles from any of the stores onto their country board. The field tiles may be from the player's own store or from an opponent's store. The field tiles may be taken from different stores.

If a player places a field tile from their own store onto their country board, then they place the accompanying crop counters from their store into the general stock.

If a player takes a field tile that is in another players' store, then they must match from their own supply of crop counters, the number and type of the crop counters that the store's owner has placed next to the field tile and pay these crop counters to the store owner. The store owner then places behind their screen both the crop counters they have received and the crop counters they originally placed by the field tile in their store.

When a field tile is placed onto a player's country board, the player must place the field tile onto the space with the same alpha numeric reference. The field tile is placed with the unharvested side face up, so that the side with the large crop symbol is showing.

If a player acquires a field tile for a location where they have already placed a worker tile, then they must replace the worker tile with the field tile. They may, if possible, immediately reposition the worker tile in a different position and benefit again from the effects of the worker tile (see also 'worker tiles' section). Repositioning the worker tile in these circumstances does not count as one of the player's actions.

**Action (d) - Place tiles from the registry into their store.**

If there is space in their store, a player may place one or two field tiles from the registry (on the town board) into their store. A player may have a maximum of two field tiles in their store at any one time.

A player places one field tile from the registry into their store at a time. After they have placed the first field tile into their store they must place a 'bid' next to the field tile. A bid consists of one or more crop counters. Once the bid has been placed next to the field tile a player may not change this bid. A player cannot subsequently redistribute the crop counters between the two tiles in their store or add or remove crop counters to or from the field tiles in their store.

A player may place a field tile into their store because they want to place the tile onto their country board on a subsequent turn, or because they want

**Action (c) - take field tiles from the stores.**

A player may place one or two field tiles from any of the stores onto their country board.

If the field tile is taken from a player's own store, place the crop counters in general stock.

If the field tile is taken from another players' store, match the number and type of crop counters and pay to the store owner.

Place the field tile on the space with the same alpha numeric reference.

If the space is occupied by a worker tile, reposition and reactivate the worker tile or remove the worker tile.

**Action (d) - place field tiles from registry to stores.**

Place one or two field tiles from the registry to player's own store.

Place a bid of crop counters next to the field tile.

another player to buy the tile in order to receive some crop counters, or for both reasons! The number and type of crop counters they place in the store with the field tile will depend on their objectives.

A field tile in a store cannot be discarded. A field tile will remain in a player's store until it is moved onto a player's country board under action (d) or until the end of the game!

After a player has taken a field tile from the registry and placed the field tile into their store together with their bid in crop counters, they immediately draw a replacement field tile from the bag. If a field tile is drawn, then the tile is placed onto the empty space in the registry before the player takes a second field tile from the registry, takes another action or finishes their turn. Field tiles placed in the registry are always placed with the unharvested side face up. If an event tile is drawn, the event is resolved immediately (see 'event tiles' section) and then another tile is drawn from the bag. Therefore, if a player is taking a second field tile from the registry they will again have six tiles to choose from (except sometimes in the end game phase).

Players are allowed to feel the bag to estimate how many tiles remain in the bag.

## Game end

The game ends when the tenth event tile is placed on the town board. The event on the tenth tile is performed in the same way as the other event tiles.

The player drawing the tenth event tile finishes their turn. All players then have two further turns, finishing with the player who drew the tenth event tile.

During these final two turns, field tiles (if there are any left) are drawn as normal to replace any field tiles taken from the registry.

Any event tiles that are drawn after the tenth event tile has been placed on the town board are ignored.

## Scoring

Each player takes a crop counter in the same colour as their player colour and places this on the zero space of the scoring track on the town board.

Each player places their farmhand tiles that they did not place on their country board to one side in order that they do not get mixed up with the worker tiles that they did play.

Points are scored in the following four ways and recorded on the scoring track:

1. **Worker tiles**. Each player removes the worker tiles from their country board. They score the value of the numbers shown on the worker tiles.

2. **Largest connected group of field tiles**. Each player scores one point for each tile in their largest connected group of tiles.

3. **Second largest connected group**. Each player scores two points for each tile in their second largest connected group.

4. **Crop counters**. For each of the five crops, the player who has most of that type of crop counter scores one point, i.e. 5 points are available in total. If the amounts are equal then neither player gets a point. Only the crop counters

immediately draw a replacement tile from the bag. See 'event tiles' if an event tile is drawn.

**Game end**

The game ends when the tenth event tile is placed on the town board.

Each player takes two further turns.

**Scoring**

Use the scoring track to score at the end of the game.

Points are scored as follows:

**Worker tiles** - the numbers on the tiles.

**Largest group** of field tiles - one point each.

**Second largest group** of field tiles - two points each.

**Crops** - one point for the most in each colour.

behind a player's screen count. Crop counters on a tile in a store at the end of the game do not count. Unharvested field tiles do not count.

The player with the highest score is the winner.

If two or more players have equal highest number of points the tie is broken in the following order:

1. Player with the most field tiles on their country board.
2. Player with the most crop counters behind their screen.

If still level, the game should be replayed to determine the winner.

The highest score wins!

## Field tiles

There are 56 double sided hex shaped **field tiles** each representing a different plot of land. Each tile has a unique alpha numeric plot reference. One side also has a large coloured symbol which indicates the type of crop grown in that plot. The reverse side has a small symbol to indicate what type of crop has been harvested from that field. When the large symbol side is face up it indicates that the field has a crop that can be harvested. When the crop has been harvested the field tile is turned over to the side that depicts a small symbol in order to show that the field has been harvested.

**Field tiles**

Each field tile displays a unique reference and a crop symbol

When harvested, a field tile generates a crop counter of the same type as the coloured symbol: hops (brown), vegetables (green), cider apples (orange), barrels of wine (red) and wheat (yellow). Some of the tiles show the alpha numeric references in colour, not black only. These tiles are used in the set up phase of the game.

Field tiles generate crop counters when harvested

An '**unconnected field tile**' is a field tile that is on a player's country board and that is not adjacent to another field tile. If the field tile is adjacent to a worker tile but not another field tile, it is still an unconnected field tile. Worker tiles are never considered to be unconnected tiles, even if they become unconnected.

Unconnected field tiles are field tiles not adjacent to another field tile

During the game, when a field tile is placed into a new location, the field tile is always placed with the large crop symbol side face up so it is ready for harvesting. This applies even if the field tile was previously indicating that it had been harvested, for example, if the field tile was moved from another player's country board where the field had already been harvested.

Initially field tiles are placed so that the large crop symbol is visible

If a field tile is acquired for a location on a country board where there is a worker tile, the worker tile is replaced. If there is another location where the worker tile can be placed, i.e. where there are the required number of adjacent field tiles, then the worker tile can be placed there immediately and the associated action carried out again. If the worker tile can be replaced in a different position, this does not count as one of the player's two actions: it is a 'bonus' action. If there is not another location where the worker tile can be placed, then the worker tile is returned to the side of the player's country board and can be replayed again later in the game in action (b).

If a field tile is acquired and the space is occupied by a worker tile, reposition and reactivate the worker tile or remove the worker tile

## Event tiles

**Event tiles**

In the two player game all 14 event tiles are used. In the 3 or 4 player game two tiles are selected at random in the set up (without revealing which tiles these are) and removed from the game. The letters on the top of the event tiles are for reference only, so that the event tiles can easily be found in the rules.

When the tenth event tile is placed on the town board the end of the game is triggered. See 'end of game' section.

During the game, if a player draws an event tile, it is immediately placed onto the town board in the next available space. The first event tile drawn in the game is placed on the number one space, the second event tile drawn is placed on the number two space, and so on.

If an event tile is drawn, place the tile onto the town board in the next available space

The seventh event tile is placed on the space with the question mark. When the seventh event tile is drawn, all players check their country boards to see how many field tiles and worker tiles they have on their country board. If one or more players have fewer than seven field and worker tiles on their country board, then the event tiles on the number one and number two spaces on the

When the seventh event tile is placed, check that all players have at least seven tiles on their country board. If not replace the first two event tiles into the bag

town board are placed back into the cloth bag. All the other event tiles are moved to the space numbered two less than the space they were on, so that only the spaces numbered one to five are occupied. This check is repeated every time an event tile is placed onto the question mark space.

The seventh event tile is placed on the space with the question mark.

The event tiles affect all players, not just the player who drew the tile. The event affects the players in clockwise order, starting with the player who drew the tile.

Event tiles affect all of the players

Note that some events affect 'unconnected' tiles. Unconnected tiles are field tiles that are not connected to another field tile. A field tile connected to a worker tile and not another field tile is still considered to be unconnected. Worker tiles are never considered as unconnected tiles, even if they become unconnected.

If, when drawing a field tile from the bag as the result of the actions required by an event tile a player draws another event tile, they should announce which event tile it is to the other players and then place the event tile to one side. Then, after a field tile has been successfully drawn, the event tile(s) that were placed to one side are placed back into the bag. In the unusual event that there are no more field tiles in the bag but there are event tiles, then the event tile(s) are placed on the town board (until there are ten event tiles on the board) and the event(s) performed in the usual way.

After the completion of an event there will be fewer than six field tiles on the town board. If an event tile is drawn when filling the empty spaces, then the event is actioned in the normal way.

Each individual event tiles is explained in detail on page 11.

## Worker tiles

**Worker tiles**

There are two types of worker tiles. The players' own **farmhand** tiles in their player colour, which are numbered one, two or three, and the **townsfolk** tiles that are placed on the town board at the beginning of the game. The townsfolk tiles are numbered four or five. The different worker tiles and their values are detailed on page 10.

Each player has the same set of 6 farmhand tiles: apprentice, casual worker, unskilled worker, labourer, skilled worker and supervisor. A player keeps their farmhand tiles in front of their screen so that other players can easily see how many farmhand tiles they have yet to play.

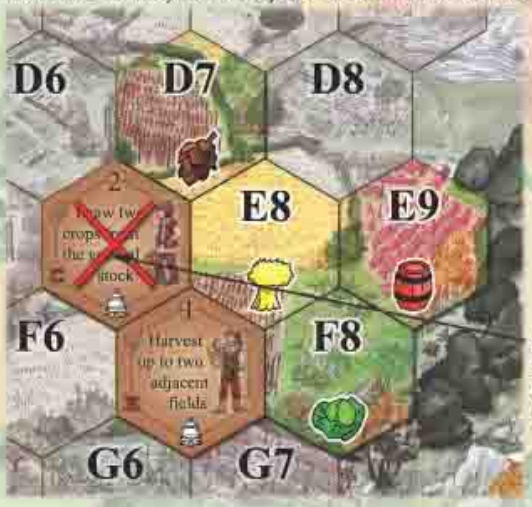
Worker tiles are played onto or removed from a player's country board in turn action (b). A player's farmhand tiles cannot be played onto another player's country board.

Each worker tile has a number on it. This number is relevant for two reasons:

**Firstly**, when a worker tile is played onto a player's country board, the worker tile must be adjacent to at least the number of field tiles as the number on the worker tile. This is the only time that the requirement to be adjacent to this number of field tiles is tested. It does not matter, if later in the game, some or all of the adjacent field tiles are removed. The field tiles that are adjacent to the worker tile do not have to be connected to each other.

The number on the worker tile indicates the minimum number of field tiles that the worker tile must be adjacent to when played.

A worker tile may not be adjacent to another worker tile




A worker tile may not be adjacent to another worker tile.

A worker tile may be played into any empty space or into a space occupied by a worker tile (farmhand or townsfolk) that has a lower number on it than the worker tile being played. A replaced tile is placed with the player's farmhand tiles next to the player's country board or, if it is a townsfolk tile, back onto the town board so that it can be replayed later in the game.

A worker tile may be played into any empty space or into a space occupied by a lower numbered worker tile.

When a worker tile is replaced by another worker tile, the replaced tile is not immediately replayed into a different position on the player's country board, even if there is a space where it could be placed. (The worker tile is only replayed immediately when it is replaced by a field tile, see below.) As only the worker tiles that are on the players' mats at the end of the game score points, the points on the replaced tile are lost unless that tile is replayed onto the player's country board later in the game. A worker tile cannot be played onto a space already occupied by a field tile.

**Secondly**, the number on the worker tile represents the number of points the tile scores at the end of the game if it has been placed on a player's country board.

The number on the worker tile also indicates the number of points the tile scores.

All worker tiles allow a player to perform an action. If the action is not compulsory then, if a player is unable to perform the action or chooses not to do so, they may still play the tile in order to gain the associated points at the end of the game.

If a player acquires a field tile for a space already occupied by a worker tile, then the player must remove the worker tile and replace this with the field tile. However if the player can reposition the worker tile in accordance with the number of connections it requires, then the player may place the tile in that space and benefit from the effects of the worker tile again. If the worker tile can be replaced in a different position, this does not count as one of the player's two actions, it is a 'bonus' action. If the player cannot immediately replace the worker tile, then the worker tile is put back with unused farmhand tiles for reuse later, or back on the town board if it is a townsfolk tile. Note, any crop counters obtained by repositioning a worker tile as a consequence of taking a field tile from a store in action (c) can be used in acquiring a second field tile from a store in action (c).

If a field tile is acquired and the space is occupied by a worker tile, reposition and reactivate the worker tile or remove the worker tile.

A worker tile is never classified as an 'unconnected' tile, even if it is no longer adjacent to any field tiles. Only field tiles can be considered unconnected tiles.

Worker tiles do not count as connecting field tiles for any purpose, including harvesting and scoring.

Worker tiles are not removed or reactivated simply by the removal or addition of adjacent field tiles, even if the worker tile is no longer adjacent to any field tiles.

## Worker tiles

At the bottom of each worker tile there is either a bell or a scroll. The bell means that the action associated with the worker is optional. A player may choose whether to perform the action outlined on the worker tile. The scroll signifies that the action is mandatory. This action (on the supervisor tile) must be carried out.

**Farmhands**

**A**. A player may harvest an extra crop counter of the type available from an adjacent unharvested field tile by playing the **apprentice** tile. The unharvested field tile is not turned over as a result of this extra harvest. A player may still play this tile next to a harvested field, but if they do the player does not receive a crop counter. **1**

**B**. A player may harvest an extra crop counter of the type available from up to two adjacent unharvested field tiles by playing the **casual worker** tile. The unharvested field tiles are not turned over as a result of this extra harvest. A player may still play this tile next to harvested fields, but if they do the player does not receive a crop counter from those fields. **1**

**C**. A player may draw any two crop counters from the general stock by playing the **labourer** tile. They should show the crop counters drawn to their opponents. **2**

**D**. A player may turn over any adjacent harvested field tiles by playing the **unskilled worker** tile. **2**

**E**. Using the **skilled worker** tile a player may buy a tile from any opponent's store by paying one more crop counter than the number of crop counters placed by the field tile - but the crop counters can be of any type. **3**

**F**. Using the **supervisor** tile a player must place one field tile from their country board into the fallow fields' area. This can be one of the three or more tiles that are adjacent to the supervisor tile when it played. **3**

Note: The supervisor can be useful if a player is trying to split one large group of connected field tiles into two smaller groups for scoring purposes or simply to acquire three additional points at the end of the game.

**Townsfolk**

**G**. Using the **merchant** tile a player may buy a tile from any opponent's store using the correct number of crop counters - but the crop counters can be of any type. **4**

**H**. With the **storekeeper** tile a player may place one field tile from the registry into their store (unless there are already two there, which is the maximum number of field tiles they can have in their store) and place a bid next to the tile. If a player does not have any crop counters or there is no room in their store for another field tile then they may still place the storekeeper tile onto their country board, but they cannot place a field tile into their store. Replace the field tile with a field tile from the bag.** **4**

Hint: If a player plays the storekeeper tile as their first action, then they could place just one crop counter next to the field tile they are placing in their store. In their second action they could then place the field tile onto their country board, obtaining the field tile at the minimum cost.

**I**. A player may take one unconnected field tile from another player's country board by using the **bailiff** tile. If they do so they must pay the other player three crop counters in compensation. **4**

Note: Sometimes a player can take an unconnected field tile with the same location reference as the space into which they have just played the bailiff tile. If they do so, then they must replace the bailiff tile with the field tile. As usual, when a worker tile is replaced with a field tile and the worker tile can be repositioned in accordance with the number of connections it requires, the player can use the worker (in this case the bailiff) tile again. Occasionally it is possible to repeat this sequence more than once!

**J**. With the **lawyer** tile a player may reuse the skill of a worker which is on their country board. The resuded worker tile is not repositioned. **5**

**K**. A player may take one tile unseen from bag with the **trader** tile. A player may choose to place this field tile on their country board or discard it to the fallow fields' area. If a player draws an event tile they should announce which tile it is to the other players and then replace the event tile back into the bag after a field tile has been successfully drawn.

In the unusual event that there are no more field tiles in the bag, then the player may instead take one of the face-up field tiles from the registry. **5**

**L**. With the **benefactor** tile a player may place one field tile from the registry onto their country board. Replace the field tile with a field tile from the cloth bag.** **5**

** If when drawing a field tile from the bag as the result of the actions required by a worker tile a player draws an event tile, then the event tile is played in the normal way.

## Event tiles

The text on the event tiles is limited by the space available. Each event tile has a letter at the top. The letter is to cross reference the event tile with the detailed rules below. At the bottom of each tile there is either a bell or a scroll. The bell heralds events that are optional. Each player may choose whether to participate in the event. The scroll identifies events that are mandatory. These events must be actioned.

**M. Blind swap**. A player may choose to discard one field tile from their country board. If they do choose to discard a field tile, the player should place the tile in the fallow fields' area and draw a replacement field tile from the bag*. The player must place the replacement field tile onto their country board.

Players are warned that the replacement tile could displace a townsfolk tile that they cannot reposition, or that it could connect their two largest groups of connected field tiles!

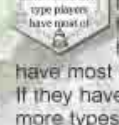
**N. Exchange**. If any other player has an unconnected field tile or tiles on their country board, a player may swap any one of their field tiles on their own country board for one of their opponents' unconnected field tiles. The field tile that the player exchanges from their own country board does not need to be an unconnected field tile.

**O. Give away**. Each player must select one field tile and pass it to the player on their left. The tile selected must either be on the player's country board or be the tile passed to them by the player on their right (unless the player is the first player affected by this event tile who therefore does not receive a field tile from the player on their right until after they have passed a tile to the player on their left). A player cannot pass on a field tile from their store.

The player receiving the field tile may (i) put the field tile onto their country board so that the unharvested, large crop symbol side, is face up, (ii) pass the field tile to the player on their left (unless they are the last player affected by this event tile) or (iii) discard the field tile and place it into the fallow fields area.

Note that a player may wish to discard the field tile if they are the last person to receive a field tile and (i) the field tile was for a space occupied by a worker tile on their country board that could not be replaced elsewhere or (ii) the field tile would join their two largest groups of connected tiles.

Note that if a field tile is received for a location where the player already has a worker tile (and the player decides to keep the field tile) and the worker tile can be repositioned, then as the worker tile is being replaced by a field tile the player gains the benefit of the worker tile again in the usual way.




**P. Good harvest**. Players may immediately harvest one crop counter from the type of unharvested field tile that they have most of on their country board. If they have equal most of two or more types of field tile, then they may choose any one of these types. If there are no crop counters of the correct type remaining in the general stock, then the player may choose any remaining crop counter. Players should show the other players which type of crop counter they have taken. The player does not have to turn over the unharvested field tile as a result of the 'good harvest' however, if a player has no unharvested tiles, then they do not get a crop counter.

**Q. Lucky dip**. Each player may pay two crop counters of any type and draw a field tile from the bag*. Each player should show the crop counters they have paid to the other players. Players must immediately place the field tile onto their country board. If there are no remaining field tiles in the bag, then a player may instead purchase one of the face-up field tiles from the registry, if there are any available. (See also the warning given under 'blind swap' above.)

**R. New crop**. Players may turn over up to two harvested field tiles on their country board.

**S. New registry**. The player drawing this tile must first remove the tiles in the registry and place these back in the bag. Secondly, they must then draw replacement field tiles from the cloth bag*.

**T. Quick sale**. Each player may place three crop counters into the general stock. In return they take a field tile from the registry and place this onto their country board. Replenish the registry from the bag* only after all of the players who wish to buy a field tile have done so.

**U. Registry swap**. Players may swap a field tile from their country board with one of the field tiles in the registry. Note that there are only likely to be five tiles available because this event tile would have been drawn as a replacement for the sixth field tile in the registry.

**V. Remote harvest**. Players may harvest any unconnected unharvested field tiles.

**W. Replacement**. Each player must draw a field tile from the bag*. They may place the tile on their country board if they discard a field tile already on their country board. Whichever field tile the player chooses not to keep is placed in the fallow fields' area.

**X. Reposition**. A player may reposition one worker tile on their country board into another location. The new location must have the required number of adjacent field tiles for that worker tile to be correctly placed. The worker can displace a lower numbered worker in the usual way. The repositioned tile is not reactivated by the repositioning.

Hint: Players should see whether they can reposition a worker tile onto a space where they can subsequently place a field tile. This will enable them to gain the benefit of the worker tile again. This event may also help a player to create new positions for subsequent worker tiles to be placed, bearing in mind that two worker tiles cannot be placed next to each other.

**Y. Vacation**. A player may remove one of their worker counters from their country board. The worker tile is placed with the other unplayed worker tiles (if any) by the side of their country board or on the town board if it is a townsfolk tile. The worker tile may be replayed later in the game.

**Z. Windfall** - The player drawing this tile (only) must give one crop counter of their choice from the general stock to each player in the game, including themselves.

* If, when drawing a field tile from the bag as the result of the actions required by an event tile a player draws another event tile, they should announce which event tile it is to the other players and then place the event tile to one side. Then, after a field tile has been successfully drawn, the event tile(s) that were placed to one side are placed back into the bag.

## Hints

At beginning of the game a player starts with two tiles on different sides of their country board. If the opportunity arises in the early part of the game to buy other tiles cheaply, even if they are not close the player's starting tiles, it is usually beneficial to do so. All tiles are useful. They can be the start of new groups of fields, or tiles to give away or sacrifice (in response to the event tiles). A player should try to avoid obtaining all of their field tiles in just one corner of their country board as this will restrict their opportunities to expand. If a player spreads out, most tiles will be of interest to them and they may well be able to link groups of field tiles later in the game.

Suggested actions for the first turn in the game: First, use action (b) to place the apprentice tile to next to a field tile (if possible in a location where there is a field tile available in the registry) in order to obtain an extra crop counter. Secondly, use action (d) to take two field tiles from the registry and to place these into the store.

Think carefully before sacrificing one of your two starting field tiles (in response to the event tiles) as these are strategically placed away from the player's opponent's starting tiles and provide an interest to the player on both sides of their country board.

The game is likely to be won by the player who (i) best prices the field the field tiles they want to keep and to attract counter bids for and (ii) makes the best use and reuse of their workers, in particular getting free extra usage of their workers by playing worker tiles on fields where they subsequently obtain field tiles.

If a player has a large harvest to manage, try first placing the crop counters on top of the field tiles being harvested, before placing the counters behind their screen and turning over the field tiles.

If a player can place a worker tile in a location where they are about to place a field tile from a store - see action (d), then the player will be able to use the action described on the worker tile again for 'free' - assuming there is a another position that they can place the worker tile.

If a player leaves one or two of the field tiles in their store from their previous turn, then this may restrict the number of field tiles they can place in their store in their following turn.

Note that it is likely that not all of the field tiles will become available to each player. Some of the field tiles may be discarded, or only become available to other players, as a result of the event tiles and some of the field tiles may not be drawn from the bag (as the game end phase begins once a tenth event tile is drawn and placed on the town board). Players should bear this in mind when they are developing their strategy.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*richard@qbreese.fsnet.co.uk*

Co-Publisher:
**Rio Grande Games**,
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*info@abacusspiele.de*